

FREE! EXCLUSIVE TRANSFERS FREE!

SONIC

THE COMIC

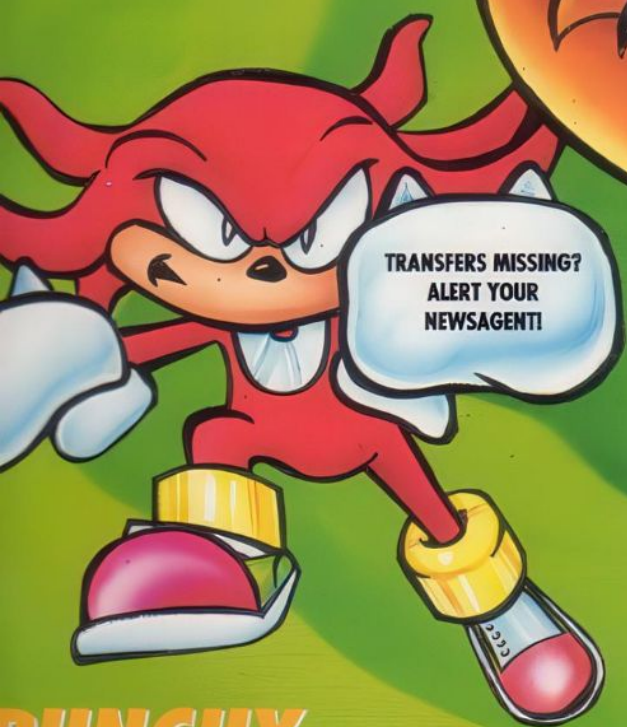


TAILS

**TEAMS UP
WITH?**

SEE UNDER...

**NEW
SERIES**



**PUNCHY
PARTNER
REVEALED!**

DOUBLE SONIC!

**BROTHERHOOD
OF METALLIX!**

**SEVEN
BADNIKS!**

**NEW
STORIES**

**£1.20 • No 59
1 SEPTEMBER 1995**

FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers!

Welcome to another issue of STC where things continue to get seriously coo-el on the free gift front (see below for terrific Transfer tips).

There're three steps to STC heaven with a triple overload of new stories ... **Sonic** stars in the first episode of **The Brotherhood of Metallix**. **The Revenge of Trogg** reveals a dynamic new double-act starring **Knuckles** and **Tails**. Cam 'n' Bert return for another cracking **Sonic's World** series - **The Seven Badniks**. Plus, **B.A.R.F.** wants you! See our special recruiting pin-up!

Kid Chameleon takes a final walk on the wildside in the last part of **Back to Unreality**, but don't be disheartened as **Ecco the Dolphin** returns for another splashing good series next issue! Also awaiting your pleasure circuits in STC 60 is a **FREE** pack of **Champions Trading Cards** - another reason to scope out the UK's only Sega powered comic!

Megadroid

THE TRANSFER ZONE!

STC presents its exclusive, not-available-in-the-shops, terrific **Transfers**. Designed to enhance your Boomer bedrooms, school bags, folders, and even your own drawings, it's up to you to position them in the best possible places. Here're some tips on how to transfer your transfers with ease ...



- 1) Peel off the backing sheet.
- 2) Select character.
- 3) Place the transfer face-down over a flat surface.
- 4) Take either a pen, pencil, or art brush...
- 5) ...turn upside-down and rub firmly over the back of the chosen transfer.

It should now be a case of Sonic's your uncle (or Amy's your aunt!). In other words, you should now have successfully completed your Transfer mission. Let the world - or failing that - your neighbourhood, know that you're an STC Boomer and a fan of good taste.

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PUBLISHER: Rob McMenemy

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SEGA

CHARTS
COMPILED
BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ↑ BRIAN LARA CRICKET
- 2 ↑ RUGBY WORLD CUP 1995
- 3 ↓ THEME PARK
- 4 ● FIFA SOCCER '95
- 5 ↑ PGA TOUR GOLF 3
- 6 NEW FEVER PITCH SOCCER
- 7 NEW STREET RACER
- 8 NEW NHLPA HOCKEY 1995
- 9 NEW NBA LIVE '95
- 10 ↓ STREETFIGHTER 2 CHAMP EDITION

MEGA-CD

- 1 ↑ EARTHWORM JIM
- 2 ↑ MICKEY MANIA
- 3 ↓ POWERMONGER
- 4 ↓ FIFA INTERNATIONAL SOCCER
- 5 ↑ BRUTAL: PAWS OF FURY
- 6 ↑ REBEL ASSAULT
- 7 RE STAR WARS CHESS
- 8 RE GROUND ZERO TEXAS
- 9 ↓ LETHAL ENFORCERS
- 10 NEW B.C. RACERS

MASTER SYSTEM

- 1 RE DONALD DUCK
- 2 ● COOL SPOT
- 3 ● WONDERBOY IN MONSTER WORLD 3
- 4 ↑ BATMAN RETURNS
- 5 RE DESERT STRIKE
- 6 ↑ SONIC THE HEDGEHOG 2
- 7 ↓ DESERT SPEED TRAP
- 8 ↓ STAR WARS
- 9 ↑ SONIC CHAOS
- 10 ↓ ROAD RASH

GAME GEAR

- 1 RE MICRO MACHINES
- 2 ↓ SONIC THE HEDGEHOG 2
- 3 ● DESERT SPEED TRAP
- 4 ↑ JAMES POND 2 - ROBODOD
- 5 ↓ WINTER OLYMPICS
- 6 RE MORTAL KOMBAT 2
- 7 ↓ PGA TOUR GOLF 2
- 8 RE STRIDER 2
- 9 ↓ BATMAN RETURNS
- 10 RE SONIC THE HEDGEHOG

THE OUTSKIRTS OF THE
METROPOLIS ZONE
ON PLANET MOBIUS.

SONIC

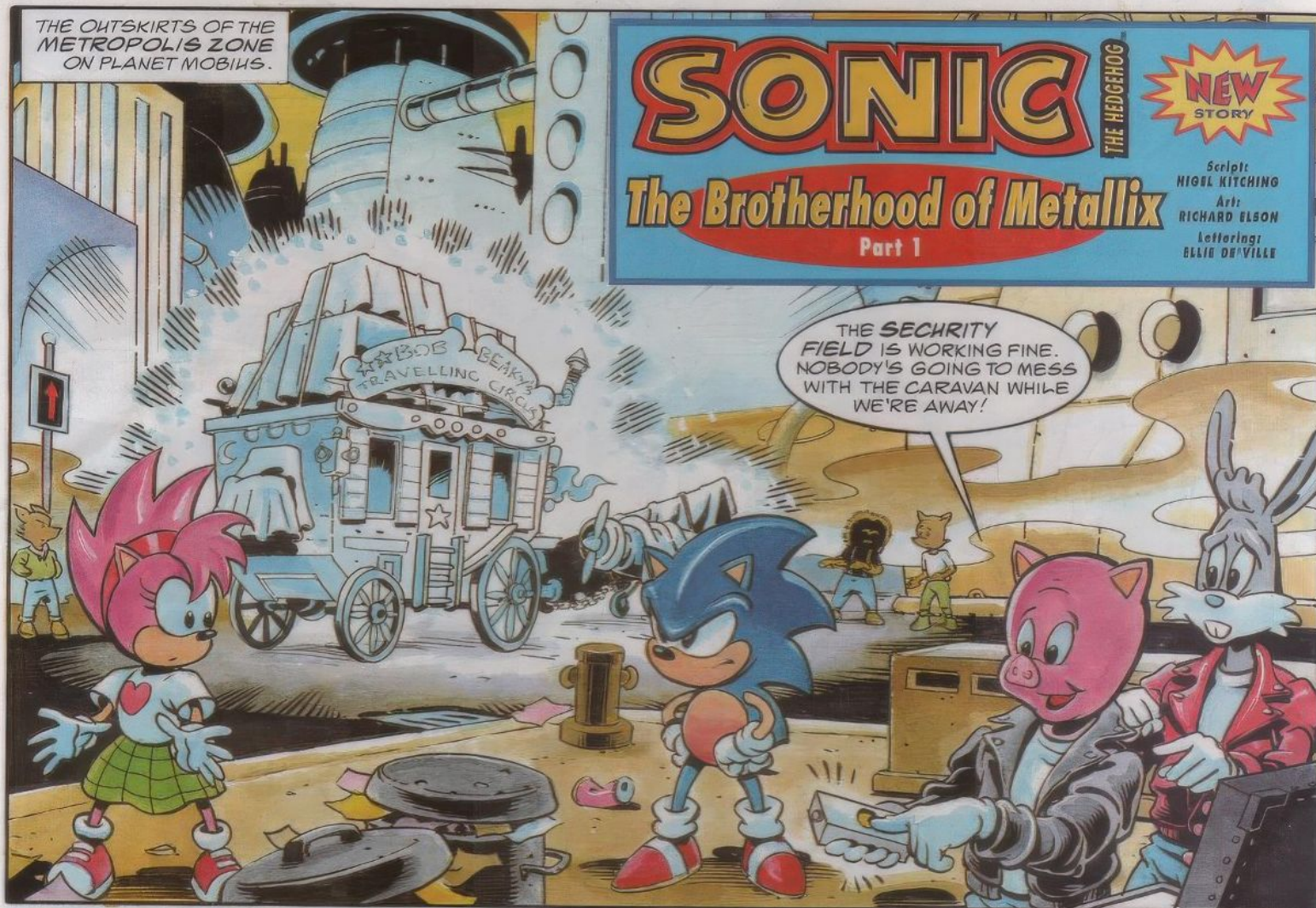
THE HEDGEHOG

NEW
STORY

The Brotherhood of Metallix

Part 1

Script:
NIGEL KITCHING
Art:
RICHARD ELSON
Lettering:
BLISS DUNVILLE



KINTOBOR.
ARE YOU STILL
PICKING UP THE
SIGNAL?

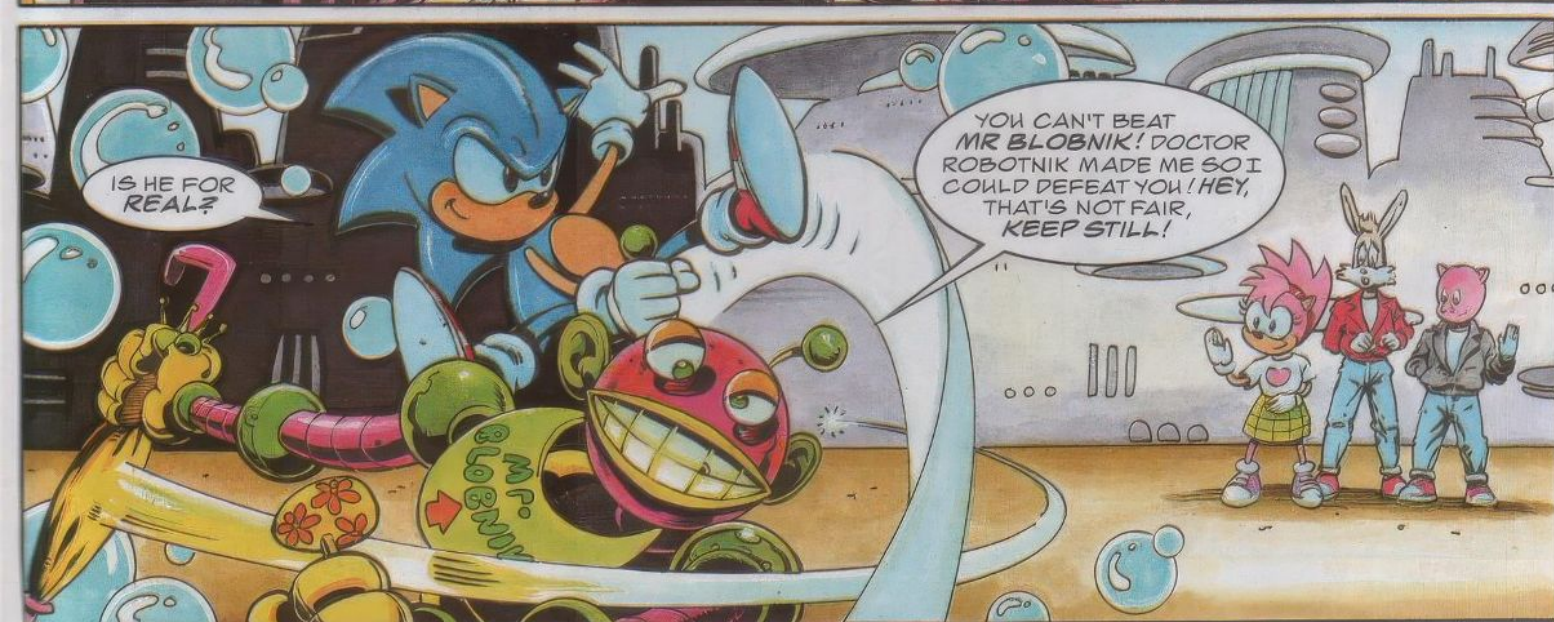
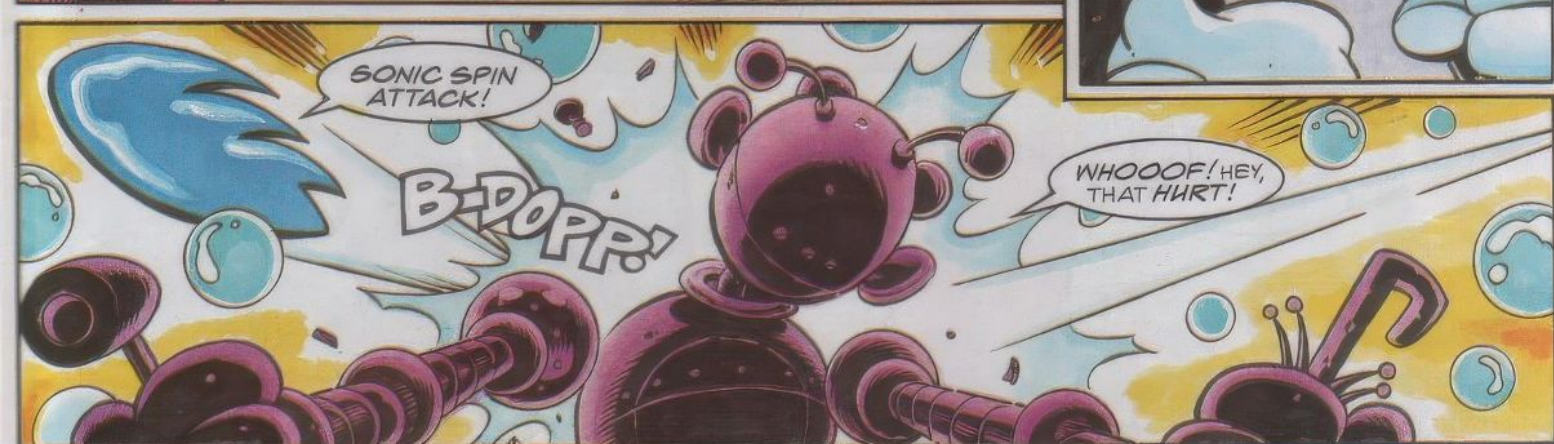
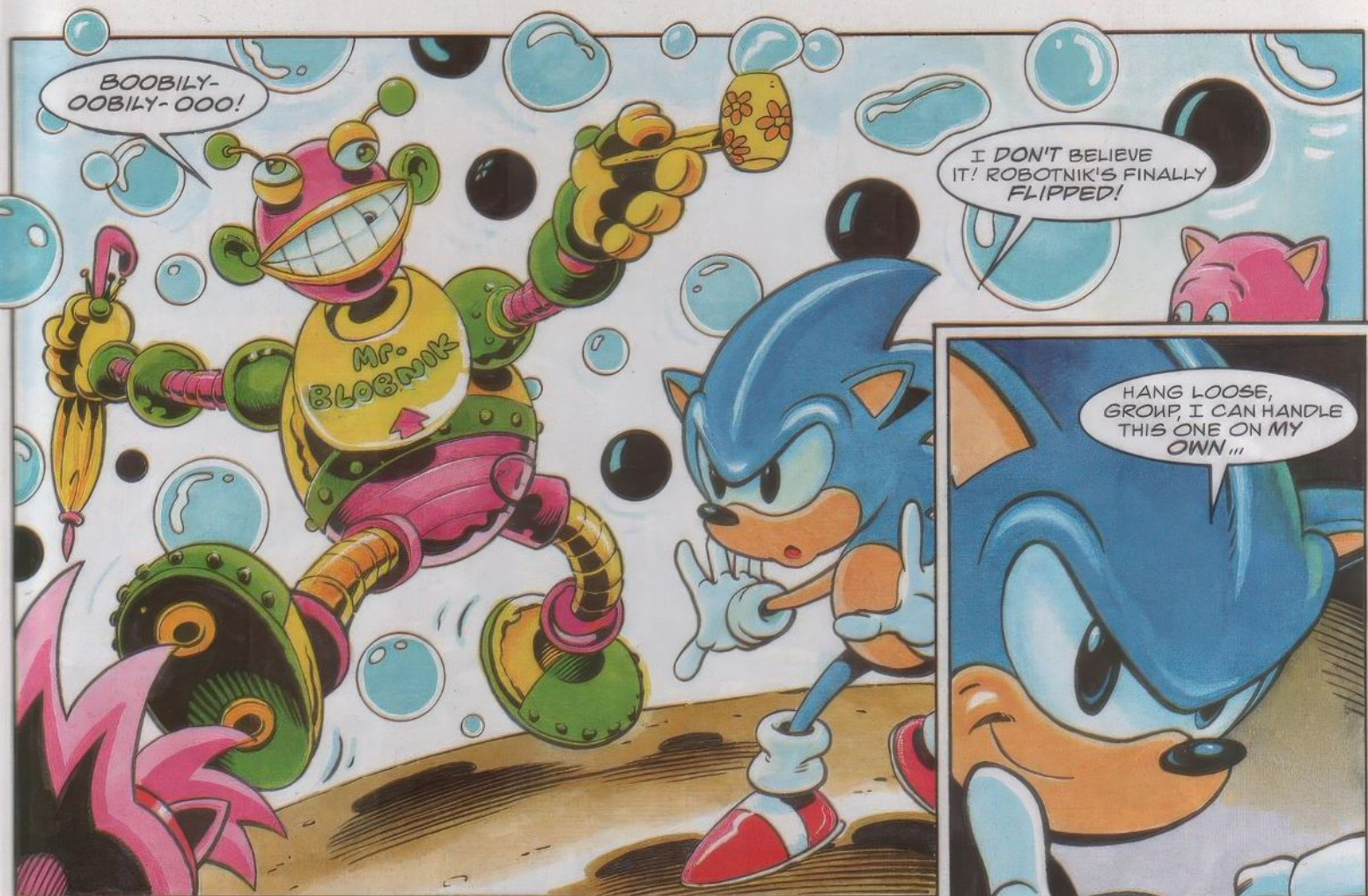
OF COURSE
I AM, LEWIS!
THERE'S DEFINITELY
SOME NEW KIND OF
BADNIK AROUND
HERE SOME-
WHERE!

JUST BECAUSE
I'M FORCED TO OPERATE
INSIDE THIS CRAMPED LITTLE
PORTABLE DOESN'T MEAN I'M
NOT STILL STATE OF
THE ART!

SORRY, PAL !!!
NOWADAYS WE'RE
FORCED TO TRAVEL
LIGHT!

KEEP WATCHING,
GUYS! THERE'S NO TELLING
WHAT KIND OF DEADLY BADNIK
ROBOTNIK HAS COME
UP WITH !!!

... THIS TIME ...



AT THE CENTRE OF THE METROPOLIS ZONE LIES DOCTOR ROBOTNIK'S NEW BASE OF OPERATIONS... CITADEL ROBOTNIK!

ALL IS GOING ACCORDING TO PLAN, GREAT ROBOTNIK!

THIS RIDICULOUS MR BLOBNIK BETTER WORK, GRIMER, OR I'LL HAVE YOUR HEAD!

IT CAN'T FAIL, MASTER!



GRIMER, THE BROTHERHOOD OF METALLIX HAVE NEED OF YOU!

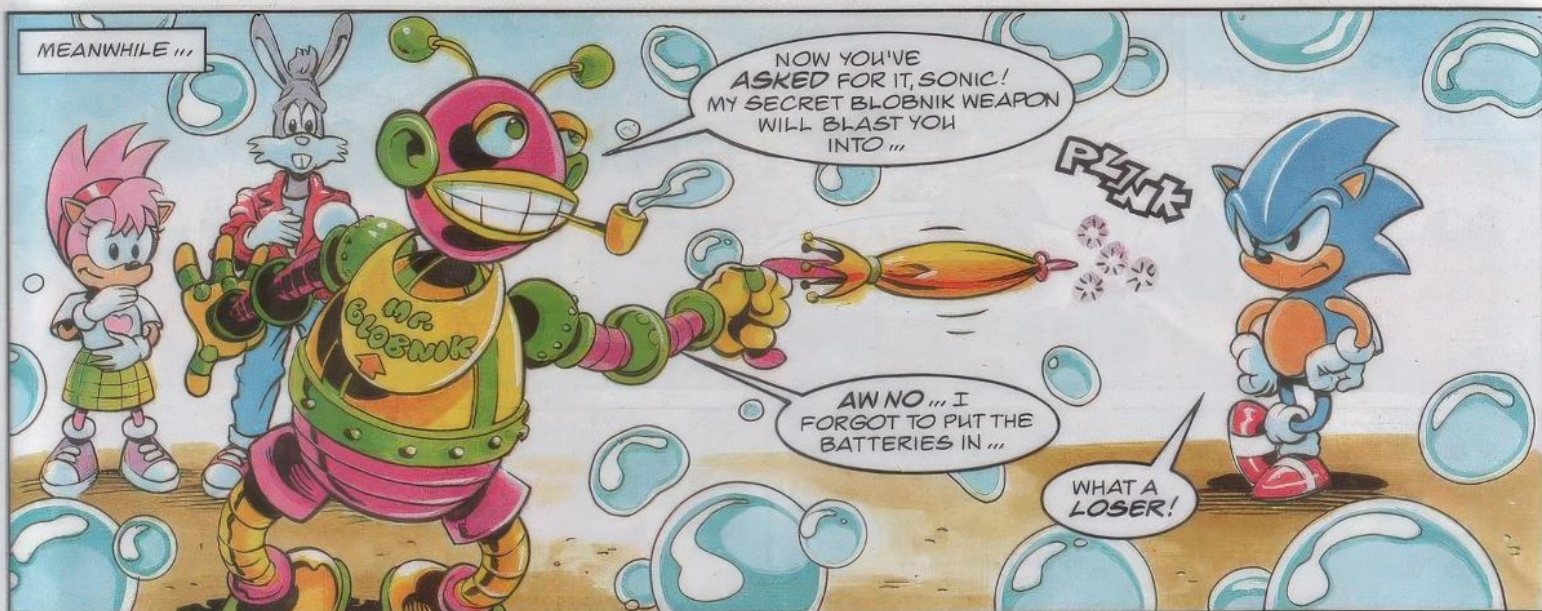
MASTER, HELP ME!

METALLIX, STOP! I COMMAND YOU! I AM YOUR MASTER, YOU FOOL! COME BACK!

WHAT'S GOING ON? THE METALLIX PROJECT IS MEANT TO BE BUSY DEVELOPING A BADNIK VERSION OF SONIC! IF THEY ARE NO LONGER UNDER MY CONTROL THEY MIGHT BE CAPABLE OF ANYTHING!

UH?

FA-Z



IN THE SPECIAL ZONE IS
ROBOTNIK'S OLD BASE,
THE EGG FORTRESS.



NOW IT BELONGS TO
THE BROTHERHOOD
OF METALLIX!



THIS IS MEANT
TO BE AN AUTOMATED
FACTORY DESIGNED TO
PRODUCE THE ULTIMATE
METAL SONIC. WHAT
HAPPENED?

YOU DESIGNED
US TOO WELL, GRIMER.
OUR PURPOSE HAS
CHANGED.



WH... WHAT IS
YOUR NEW PURPOSE?
"N... NOT THAT YOU
HAVE TO TELL ME IF
YOU DON'T WANT
TO!"

OBSERVE
THE MAIN
VIEWER.



THAT'S THE
MIRACLE PLANET!
ONCE DOCTOR ROBOTNIK
THOUGHT HE COULD USE
IT AS AN ENERGYSOURCE
FOR THE ORIGINAL
METALLIX!



THAT IS CORRECT.
NOW WE, THE BROTHERHOOD
OF METALLIX, REQUIRE THAT
POWER FOR OUR OWN
PURPOSES...

YOU,
GRIMER, WILL
HELP US TO
GET IT!

YES, HLP
OF COURSE...
IF YOU SAY SO.
GOOD IDEA!

AT THAT MOMENT, BACK IN
THE METROPOLIS ZONE ...

I THINK
IT'S ALL
OVER FOR MR
BLOBNIK!

KA-BLOOOOOWEE!

ONE OF THE METROPOLIS ZONE'S KIDS WAS
INSIDE THAT THING. YOU OKAY, SON?

YOU ...
YOU SAVED
ME!

WHERE'S
SONIC?

HEY, GHYS ...
I COULD USE A HAND
HERE!

AND NOW
SONIC IS MY
PRISONER!

THIS IS VERY
EMBARRASSING!

FOOLS! YOU
LET MY FOOLISH
APPEARANCE PUT YOU
OFF GUARD!

YOW!

BACK AT CITADEL ROBOTNIK !!!

SO YOU FINALLY
CAUGHT ME, ROBOTNIK,
NOW WHAT? I SUPPOSE
YOU PLAN TO TORTURE
ME OR SOMETHING?

IT PAINS ME
TO SAY THIS, SONIC,
BUT I PLAN TO LET
YOU GO!

WHAT?

WHAT SORT
OF TRICK IS
THIS?

NO TRICKS, SONIC!
WE MUST COMBINE OUR
FORCES! THERE IS NOW AN ENEMY
SO DANGEROUS THAT IT
THREATENS TO DESTROY
US BOTH.

AND IF WE FAIL !!!

THE
BROTHERHOOD
OF METALLIX WILL
RULE ALL OF
MOBIUS!

NEXT ISSUE: THE DEVIL YOU KNOW!

GRAPHIC ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.
BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF **CRAYOLA PENS**.
SEE THE END OF THE GRAPHIC ZONE FOR MORE DETAILS.

Cool in the shade!



Seamus Rafferty, Middlesex. MD owner.
Crayola Overwriter Pack Winner.

Almost as good as gliding!



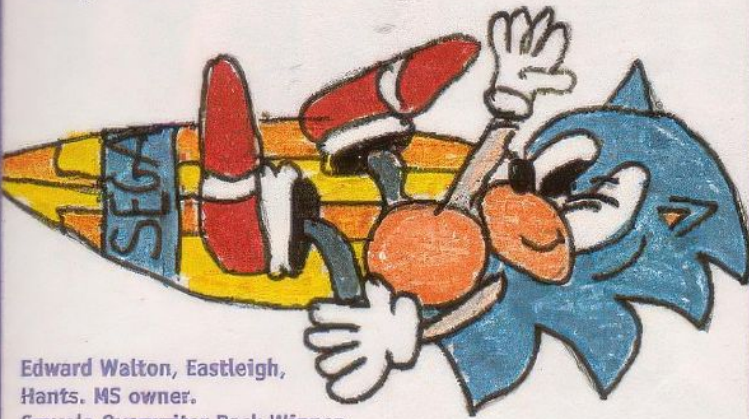
Jessica Radcliff-Taylor, Leicester. MD owner.
Crayola Overwriter Pack Winner.



Surf, sun and Sonic!

Freya Horn,
Kempston, Bedford.
Crayola Overwriter
Pack Winner.

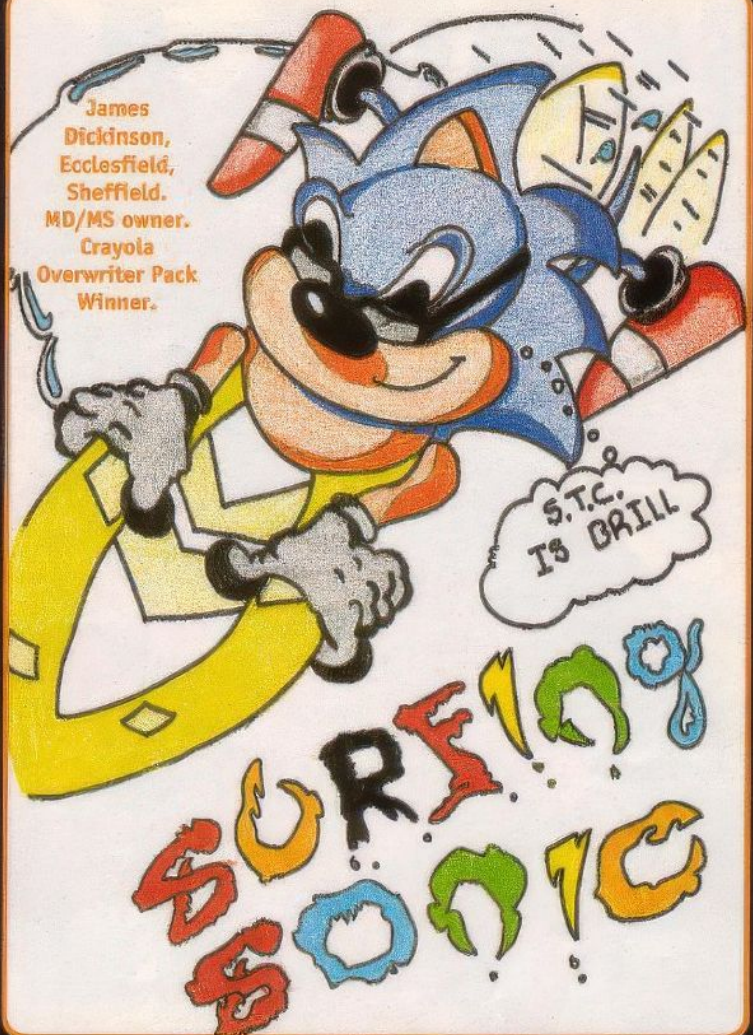
Sonic gets board!



Edward Walton, Eastleigh,
Hants. MS owner.
Crayola Overwriter Pack Winner.

Daniel McCabe,
Dadby, Leics.
Crayola Overwriter
Pack Winner.

Mega pose!



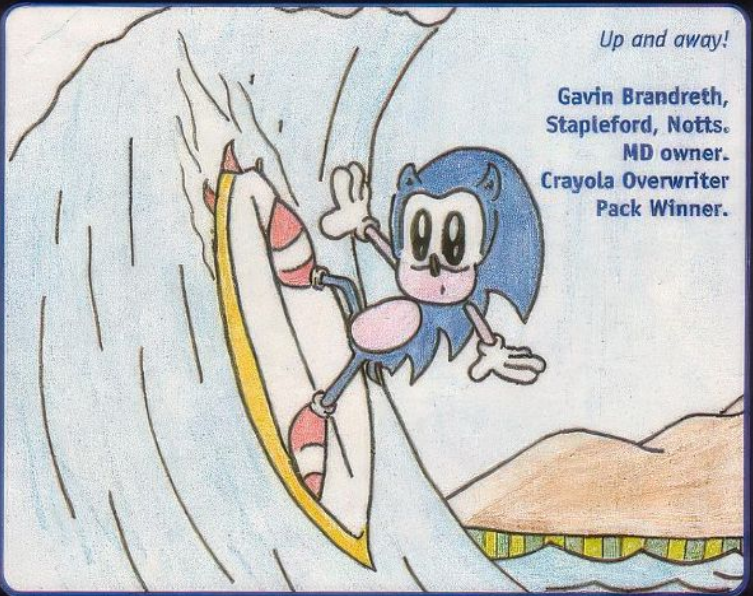
James
Dickinson,
Ecclesfield,
Sheffield.
MD/MS owner.
Crayola
Overwriter Pack
Winner.

S.T.C.
IS DRILL

SURFING
SOON!

Up and away!

Gavin Brandreth,
Stapleford, Notts.
MD owner.
Crayola Overwriter
Pack Winner.



* Preferably paint on a plain white background, or use felt tip pens; avoid lined paper, pencils and crayons as they don't print as well.

* Be original and come up with your own ideas.

* Write name and address (in capital letters, please) on the back so that your prize goes to the right address.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC, 25-31
TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME
WHO GETS THEIR
HANDYWORK PRINTED
IN STC WILL RECEIVE A
PACK OF CRAYOLA
OVERWRITER COLOUR
FIBRE-TIPPED PENS.



I'VE SAVED THE KIDS FROM THE VIRTUAL REALITY OF WILDSIDE. BUT MY TROUBLES AREN'T OVER. TWO PROBLEMS REMAIN—

ONE—MY SECRET'S OUT.

YOU... CASEY...
YOU'RE KID CHAMELEON!

AND TWO—I GAVE UP MY POWERS IN THE PROCESS.

THE VOICE SAID
YOU WERE A SUPER
HUMAN VIRTUAL
WARRIOR, NOT
SOME DWEEBY
SCHOOLKID!

YOU SHOULDN'T BELIEVE
EVERYTHING IT SAYS.
KNUCKLEHEAD. SPECIALLY
WHEN IT TELLS YOU TO
TURN JAILER ON YOUR
FRIENDS.

HEY, WHO
YOU CALLING
KNUCKLEHEAD?

COOL IT FOR A SECOND, BRAD!
WE GOT TO WORK TOGETHER—
GET BACK TO THE TELEPAD
ON ISLECATRAZ!

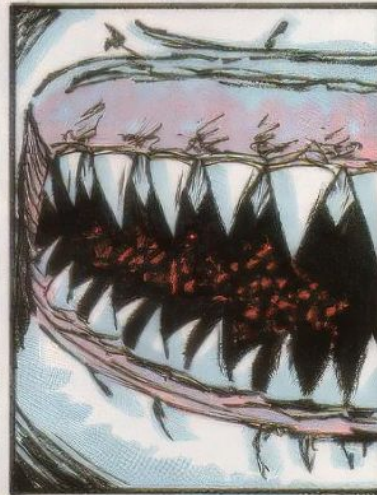
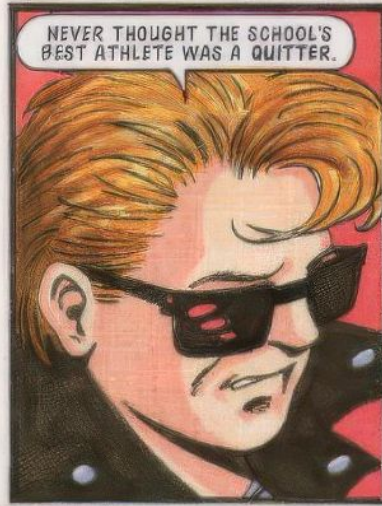
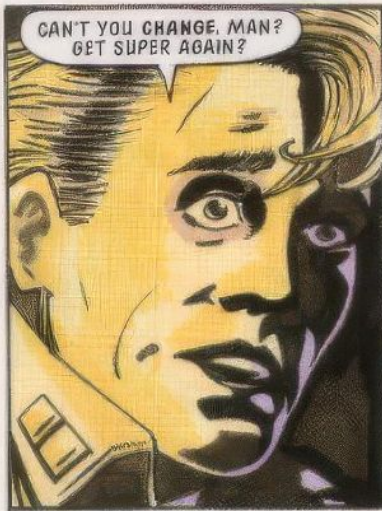
HEY, YOU'RE THE
BOZO WHO BREWED
UP THIS STORM!

HEY! WHA...?

**KID
CHAMELEON**

**BACK TO UNREALITY!
PART 6**

Script: MICHAEL COOK
Art: BRIAN WILLIAMSON
Lettering: TOM FRAME



PROBLEM WAS,
NEITHER WAS
THE SHARK!

KKRRUMP!

YAARGH!

CAN YOU DROWN IN A VIRTUAL WORLD?
I WAS ABOUT TO FIND OUT.

BRAD... HE'S LEAVING ME TO STAR IN
JAWS PART SIX! QUITTER!

GOTTA PUSH FOR THE SURFACE FAST!

GASP!

OH, NO! IT'S
CIRCLING BACK...
TOO TIRED TO
MOVE...

GRAB MY HAND,
HERO BOY!

GOT YOU!

UNHH... CLOSE...
REAL CLOSE!





BRAD... LISTEN. THANKS. YOU SAVED MY LIFE BACK THERE.



FIGURE WE'RE ABOUT EVEN, DWEEB. YOU COULD'VE LEFT ME TO ROT IN WILDSIDE FOREVER! NOW LET'S FIND THE TELEPAD.



WITHOUT MY POWERS THE ROUTE BACK TO ISLECATRAZ IS TOUGH. BRAD SEEMS TO TAKE IT ALL IN HIS STRIDE.



I THINK HE'S LEARNING WHAT I'VE ALREADY REALISED. IT DOESN'T TAKE MUSCLES TO GIVE YOU REAL STRENGTH—IT TAKES HEART!



THE PRISON WAS STILL BURNING WHEN WE REACHED IT.

THE TELEPAD IS JUST AHEAD. QUICK!

WE'VE BEATEN THE VOICE! GAME OVER!



SOMEHOW I KNEW I WAS WRONG!

THE PAD! IT'S DAMAGED!



THERE IS ONLY ENOUGH POWER TO TAKE ONE OF YOU OUT OF THE GAME!

VOICE... I NEVER MEANT TO...



SILENCE! YOU HAVE SERVED YOUR PURPOSE BY BRINGING CHAMELEON HERE. LEAVE HIM. TAKE YOUR PLACE ON THE PAD!

BUT...

DO WHAT IT SAYS. BRAD.

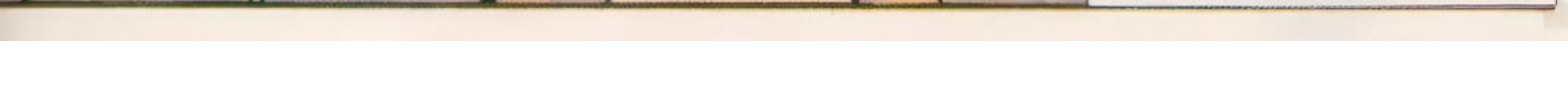


NO. I'VE DONE SOME BAD THINGS—JUST TO FEEL BIG. IF ANYONE DESERVES TO STAY HERE...



...IT'S ME!

BRAD, NO! MY POWERS WILL BE BACK ANY MOMENT...



KNUCKLESTM and TAILSTM

Script and art: NIGEL KITCHINGG Lettering: ELITTA FELL



**NEW
SERIES**

THE REVENGE OF TROGG Part 1

PLACE: THE EMERALD CHAMBER
ON THE FLOATING ISLAND.

WITH THE CHAOS EMERALDS
FINALLY RESTORED, KNUCKLES
IS WORKING ON GETTING ALL
THE ANCIENT TECHNOLOGY
BACK ON LINE.



HUH?
THE SECURITY
ALARM IS GOING
HAYWIRE!



SOME KIND
OF ENERGY SURGE
IN THE MUSHROOM HILL
ZONE... COULD BE AN
ATTACK ON THE EMERALD
HILL FOLK!



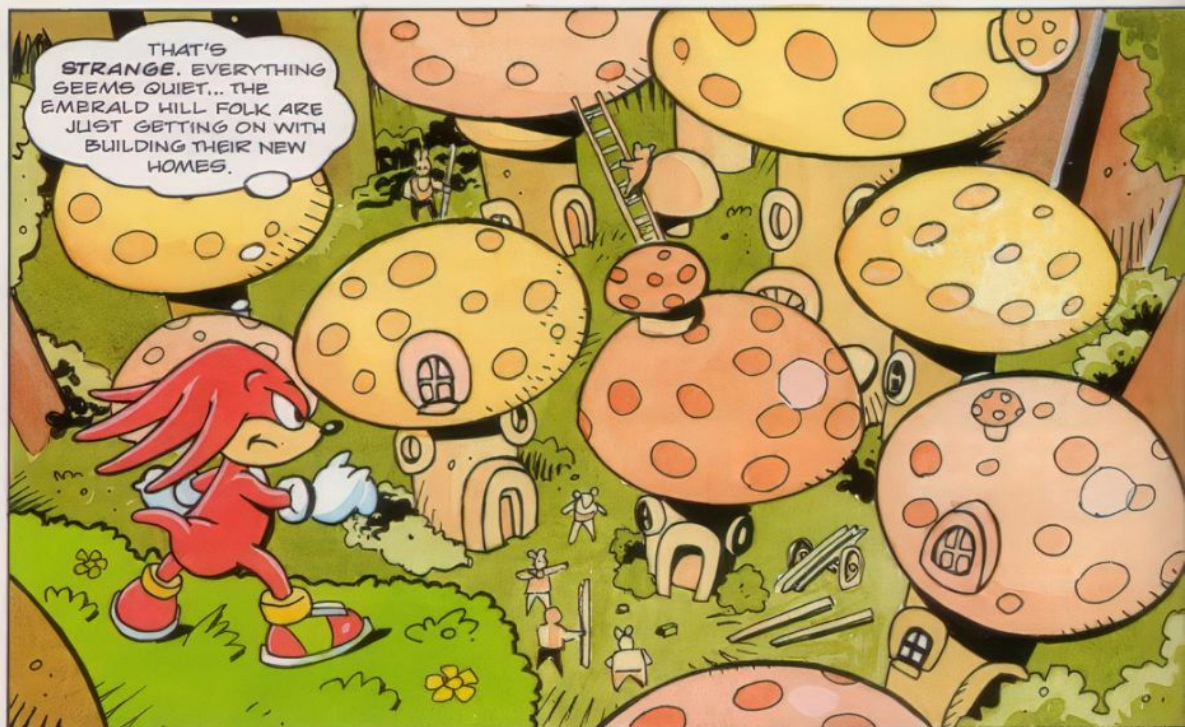
IF
ROBOTNIK HAS
FOUND THEM THEN
WE COULD ALL BE IN
BIG
TROUBLE!

I'D
BETTER TAKE
THE ZOOM TUBE
AND FIND
OUT!

MOMENTS LATER
IN THE MUSHROOM
HILL ZONE.

BETTER
GET READY
FOR
TROUBLE!

THAT'S
STRANGE. EVERYTHING
SEEMS QUIET... THE
EMERALD HILL FOLK ARE
JUST GETTING ON WITH
BUILDING THEIR NEW
HOMES.



WAIT
A MINUTE...
WHAT'S THAT
WEIRD GLOW
COMING
FROM OVER
THERE?

WHY IT'S...
TAILS!

LOOKS
LIKE HE'S IN
SERIOUS
TROUBLE!

WHAT'S THE
LITTLE GUY DOING OUT
HERE? I THOUGHT HE WAS
HELPING BACK AT THE
MUSHROOM HILL
ZONE!





AAAGH!
WHAT'S GOING
ON?

OH NO!



*FOR ANYONE WHO HASN'T READ TAILS' OWN ADVENTURES IN THE NAMELESS ZONE, SHAME ON YOU! -Megadroid.



SONIC HELPS YOU?...

HEH, HEH... THERE'S BEEN A LITTLE MISUNDERSTANDING!

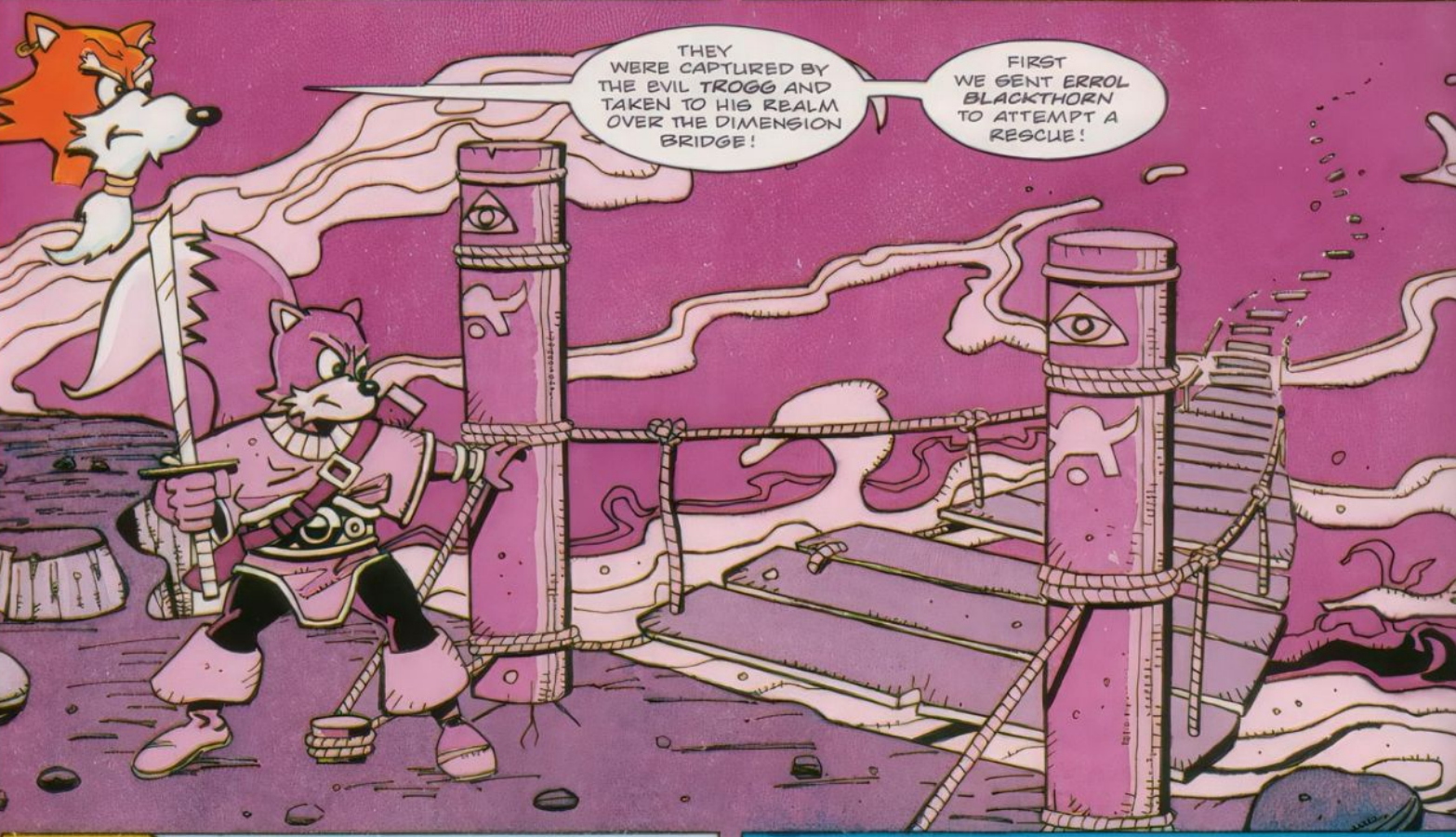
I'LL SAY!



SHAMAN WARPULL, I MUST SPEAK TO YOU!

LATER, MY FRIEND. FIRST, I MUST TELL YOU OF THE DISASTER WHICH HAS BEFALLEN US!

THE TWO ENCHANTER KINGS HAVE BEEN TAKEN CAPTIVE!



THEY WERE CAPTURED BY THE EVIL TROGG AND TAKEN TO HIS REALM OVER THE DIMENSION BRIDGE!

FIRST WE SENT ERROL BLACKTHORN TO ATTEMPT A RESCUE!




AND THIS ERROL NEVER CAME BACK?

OH NO, HE CAME BACK ALL RIGHT. BUT SOMETHING HAPPENED TO HIM IN THE LAND BEYOND... HE WAS CHANGED!



HOW TRUE, YOU WEAK FOOLS...



HOW VERY
TRUE!

NEXT ISSUE: THE FATE OF ERROL BLACKTHORN!



Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



FIFA '95



SPECIAL Part 2

David Gibbon's second installment of FIFA '95 will provide you with all the tactical ammunition you need and could help to transform you into a budding soccer star.

STRATEGY & PITCH COVERAGE

LONG BALL

A simple system that is used if you have a weak midfield, or if you just want to get the ball along the

pitch as fast as possible. Basically, your strikers stand around the 18 yard box and wait for the defenders to shoot the ball to them.

ALL OUT DEFENCE

Ah, things must be tricky for you to use this. Here, your midfielders end up as your defence and your defence acts as extra goalies! Can be a good tactic if you are in the lead at half time, or if you are absolutely certain you'll get beat, this will help you gain a nil-nil draw.

ALL OUT ATTACK

If you're playing a weaker team, this will get all your players in an attacking position (maximising your scoring chances). However, be careful as it will also leave you in danger from any long balls from the opposing side. If you are going to use this, make sure you put your midfield and attack coverage run from the halfway line to your opponent's goal.

MORE BALL POSSESSION!

The B button comes in very handy while playing FIFA '95 and has many uses which can help you become a budding Eric Cantona! For example, when the opposing side have the ball, chase after them with your nearest player by repeatedly pressing C and gain possession by tackling with the B



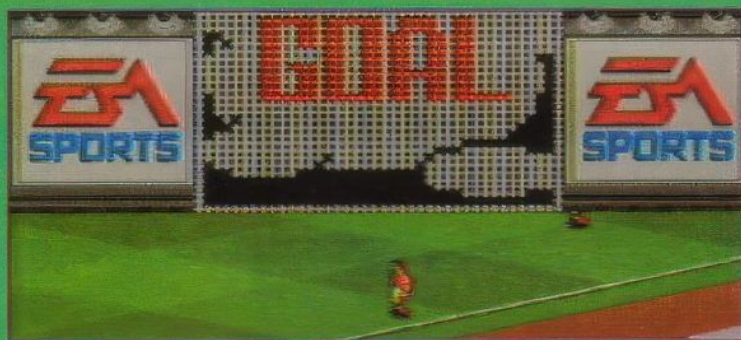


button. This action will either gain you possession or it will pass it to another one of your players. Once you have it, run up the pitch by repeatedly pressing B. If you get the correct rhythm, you'll find you can run through players without losing the ball. Once you're near the goal, press C for a super shot and score (hopefully!). It may take some effort to perfect but the results will speak for themselves!



SCORING WITH SWERVE!

Swerving the ball can mean the difference between you scoring and their goalie saving! So, if you're taking a shot at the goal from outside the box, watch its track very closely. If it looks like it's going to be either saved or hit the post, then press Left or Right on your D-Pad to alter its path. Many a spectacular goal has been scored using this method!



TOP TIPS

1. IMPROVE YOUR ATTACK & DEFENCE

If you conveniently forget to turn the Simulation mode on and you're playing a 4-4-2 or a 3-5-2 formation, adjust the midfield coverage so it runs from your goal to your opponents.

2. STOP ANY BUDDING RYAN GIGGS

To prevent a player from dribbling the ball past you, reduce your attack and midfield coverage to a minimum to give yourself a seven-strong defence. Although this will cause problems for the opposing side, it will also stop you from scoring so only use this method once you have a good lead or if you want a draw!

3. NEAR-GUARANTEED SCORING

Try this for an almost fool-proof way to score from a corner: if you're taking a corner to the right of the pitch, press C and Down/Left at the same time to head the ball in. Taking a corner at the other side, press C and Up/Right at the same time to head the ball into the back of the net. This will require practice to perfect, but it's worth it!



NEXT ISSUE: FIFA '95 - THE CONCLUSION.

RECORD

BAKER!

The sight of an *STC* issue being dangled from Brighton beach proved too much for O'Neill Windsurfing Champion Nik Baker. Once the UK's number one was reeled onto dry land, the humes-who-think-they're-in-charge wasted no time in fishing for a few answers ...

Q: What sparked off your interest in windsurfing?

A: I was 12 years old and on holiday abroad. I was feeling bored (*pardon the pun - STC*), but I noticed a guy windsurfing who was having fun. My father bought a board when we returned to England, learnt the basics and taught me. My father still surfs, and my younger brother Ant will be competing in Brighton in September (*see next page*).

Q: When did you turn professional?

A: I turned pro and started competing in world tours around 1991.

Q: What makes windsurfing thrilling for you?

A: When I reach speeds of 45 miles per hour and jump 40 to 50 feet. In the indoor championships there are 10-15,000 people watching, which obviously adds to the excitement!

Q: What are your windsurfing achievements to date?

A: I was Indoor World Champion in '93 and '94. I was 5th overall in the Professional Boardsailers Association World

Cup in '94 also. I came first last year in the UK O'Neill Windsurfing Championship and currently I am still the reigning title holder. I also won the Guincho Portugal World Cup in June.



L-R: Nik Baker, a copy of *STC*, and one-of-the-humes-who-thinks-she's-in-charge!

SONIC'S WORLD

The Seven Badniks Part 1

NEW
STORY

Script: Mark Eyles

Art: Mike Hadley
& John Burns

Lettering: Tom Frame

BY A LAVA LAKE IN THE
HILL TOP ZONE.

WHAT A GREAT
IDEA, SONIC. FIRE
EXTINGUISHERS!

HEY, I'M NOT JUST
GOOD LOOKING,
SHORT STUFF.

HEY,
CHILL OUT,
BADNIK!

FZZSHT

FSSH HH

KEEP COOLING THAT
REXON BADNIK WHILE I...

SPIN
ATTACK!

FREE!
THANKS,
GUYS!

THAT'S THE
LAST OF THEM.
LET'S GO, TAILS.

SOME TIME LATER THE BADNIK ARMY REPAIR FUNCTIONARIES* ARRIVE IN THEIR BARFMOBILE.

"THAT'S B.A.R.F. FOR SHORT. REALLY - MEGADROID."



ON BOARD, SEARCH 'N REPAIR OPERATIVES CAM 'N BERT.

OLD BLUE SPIKE'S BEEN AT IT AGAIN, BERT.

EVEN MY NUMBER ONE HAMMER WON'T BE ABLE TO FIX ALL THAT MESS, CAM.



THE HEARTLESS HEDGEHOG'S WRECKED THEM BEYOND REPAIR, BERT.

I KNOW. HOW ARE WE GOING TO TELL OUR NOBLE MASTER?



NO NEED, I'M ALREADY HERE. WHY DOESN'T THAT HEDGEHOG JUST ADMIT DEFEAT?



EVERYTHING HE TOUCHES HE DESTROYS. HE DOESN'T APPRECIATE ALL THE IMPROVEMENTS YOU'RE MAKING TO MOBIUS, EXALTED DOCTOR.



IT MAKES ME WANT TO HAMMER. HE ALWAYS KNOWS EXACTLY HOW TO DESTROY THE BADNIKS. . .

...AND THE BLUE ADVERSARY ALWAYS KNOWS WHICH BADNIKS HE'S GOING TO FIND IN EACH ZONE.



INCREDIBLE. THE VERY THOUGHTS I WAS ABOUT TO HAVE! CLEAR UP THIS ZONE AND REPORT TO ME. I HAVE A CUNNING PLAN.





HOW FORTUNATE WE ARE TO SERVE SUCH AN IMMENSE LEADER.

DO YOU THINK HE LIKED OUR NEW UNIFORMS?



SOME HOURS LATER.

WILL YOU STOP POLISHING YOUR HAMMER, BERT? WE'VE GOT TO SEE THE GOOD DOCTOR ROBOTNIK NOW.

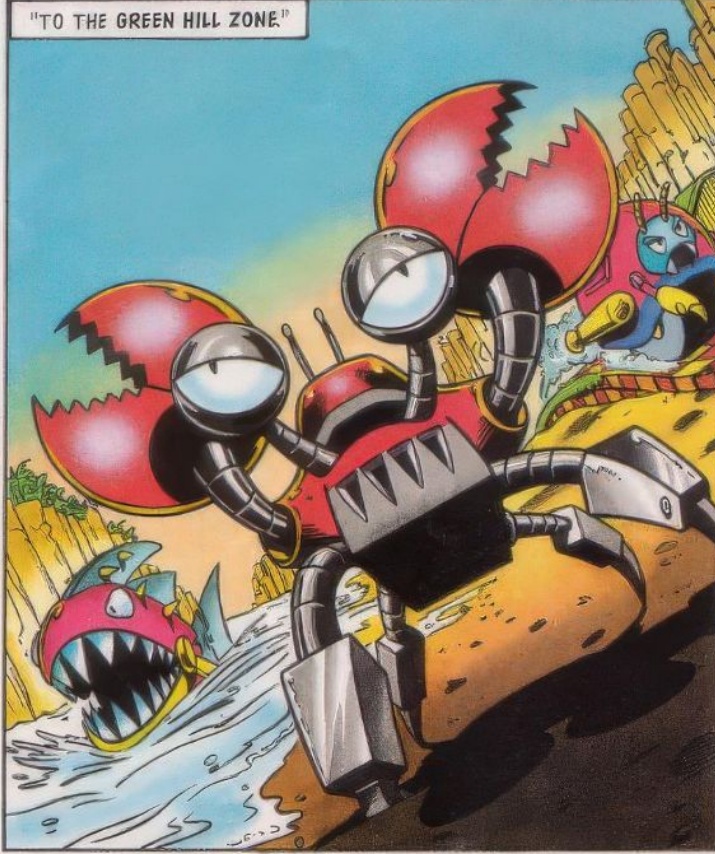
SORRY, CAM. IT TAKES MY MIND OFF THOSE BLASTED REBELS.



AND THIS IS MY GUNNING PLAN. TO CONFUSE THE REBELS YOU WILL TRANSPORT SOME ADVANCED BADNIKS...



"...FROM THE PALMTREE PANIC ZONE..."



"TO THE GREEN HILL ZONE."



THE GREEN HILL ZONE WILL BECOME AN IMPR-EGG-NABLE FORTRESS AND THE NEXT TIME SONIC ARRIVES EXPECTING GREEN HILL BADNIKS...

... KERBLAMMEE! HE WON'T KNOW WHAT HIT HIM. HEH, HEH, HEH!

OUR NOBLE LEADER IS RIGHT, AS ALWAYS. BUT DOESN'T HE KNOW HOW DANGEROUS IT IS TO CAPTURE LIVE BADNIKS?

WE'LL NEED THE ARK POD, GAM.

ACTIVATING GRAPPLES.

KERCHANK

BARFBIRDS ARE GO!

CUT THAT OUT, BERT!

THE BARFMOBILE, WITH BADNIK ARK POD ATTACHED, HEADS FOR THE PALMTREE PANIC ZONE ON THE MIRACLE PLANET.

HOW CLEVER OF OUR MIGHTY LEADER TO KNOW THE MIRACLE PLANET WOULD BE HERE.

IT'S ALWAYS HERE IN THE LAST MONTH OF THE YEAR, BERT.

I'VE GOT A BAD FEELING ABOUT THIS.

I'LL POLISH MY HAMMER, GAM.

NEXT ISSUE: BATTLING BADNIKS.



SPEED LINES

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

CHAOTIX RULES!

Dear STC,

The levels and the new characters in the Chaotix game look great. I love the way Knuckles becomes attached to another partner. I only wish the game was available on the Mega Drive.

Christopher Bennett, Plymouth, Devon.
MD owner.

Sonic Stationery Winner.



If you get a move on Chris, you can still enter STC 58's Mega Drive 32X/Chaotix Compo. Also, check out next

issues' Pin-Up, starring Chaotix character, Espio the Chameleon.

RULERS RULE!

Dear STC,

I am in urgent need of a Sonic Stationery set because I've lost my diary and have also broken the rings on my binder. Plus, given half a chance I'd love to show off all the Sonic equipment to my friends at school!

Joseph Rubel, Clevedon, Avon.

Sonic Stationery Winner.



I like a Boomer who's straight down the line, Joe!



Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!



Megadroid the Dolphin!

Eleanor Wood, Truro, Cornwall. GG/MD owner.
Sonic Stationery Winner.

CHAOS RULES!

Dear STC,

After I bought Sonic Drift Racing on the Game Gear, I noticed the title screen said 'Sonic Drift Racing 2'. This leads me to believe that there was a Sonic Drift Racing 1 - is this so? Also, Nack the Weasel is called Fang. Can you explain why?

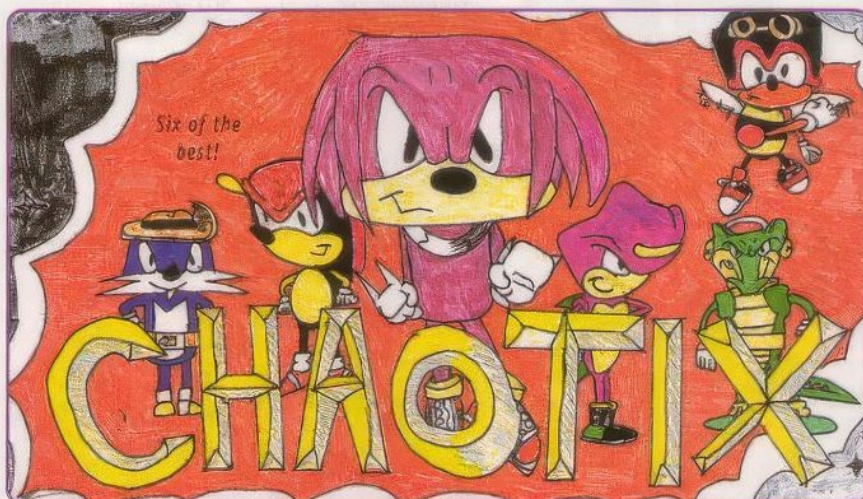
Katherine Lyons, Nailsea, Bristol.
GG owner.

Sonic Stationery Winner.



According to Sega sources, there was a Sonic Drift Racing 1, but it was only released in Japan. Just to

confuse everyone, Nack (or Fang) is the same character, but has taken on two identities!



Glen Smith, Harlow, Essex.
GG/MD/MS owner.
Sonic Stationery Winner.

Everything printed in Speedlines wins a Highgrove Sonic Stationery set. Boomers will find the equipment extremely useful in helping to organise those important events in life.



Prizes to be despatched within approximately 28 days of publication, if you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.

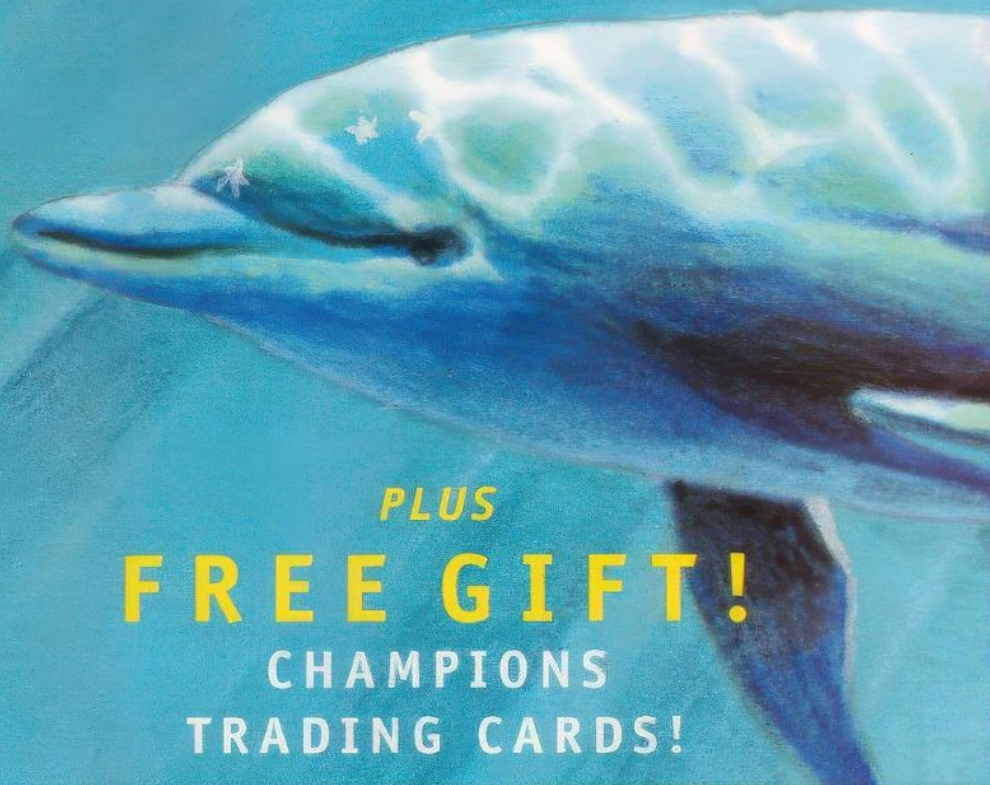
The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.



NEXT ISSUE...

NEW
STORY

ECCO RETURNS!



PLUS

FREE GIFT!

CHAMPIONS
TRADING CARDS!

SONIC!

THE BROTHERHOOD OF
METALLIX!

SONIC'S

WORLD!

THE SEVEN BADNIKS!

KNUCKLES AND TAILS!

THE REVENGE OF TROGG!

CHAOTIX PIN-UP!

ESPIO THE CHAMELEON!

STC 60 - MAKING WAVES!

ON SALE SAT, 2 SEPTEMBER '95 £1.20

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 59

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Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

